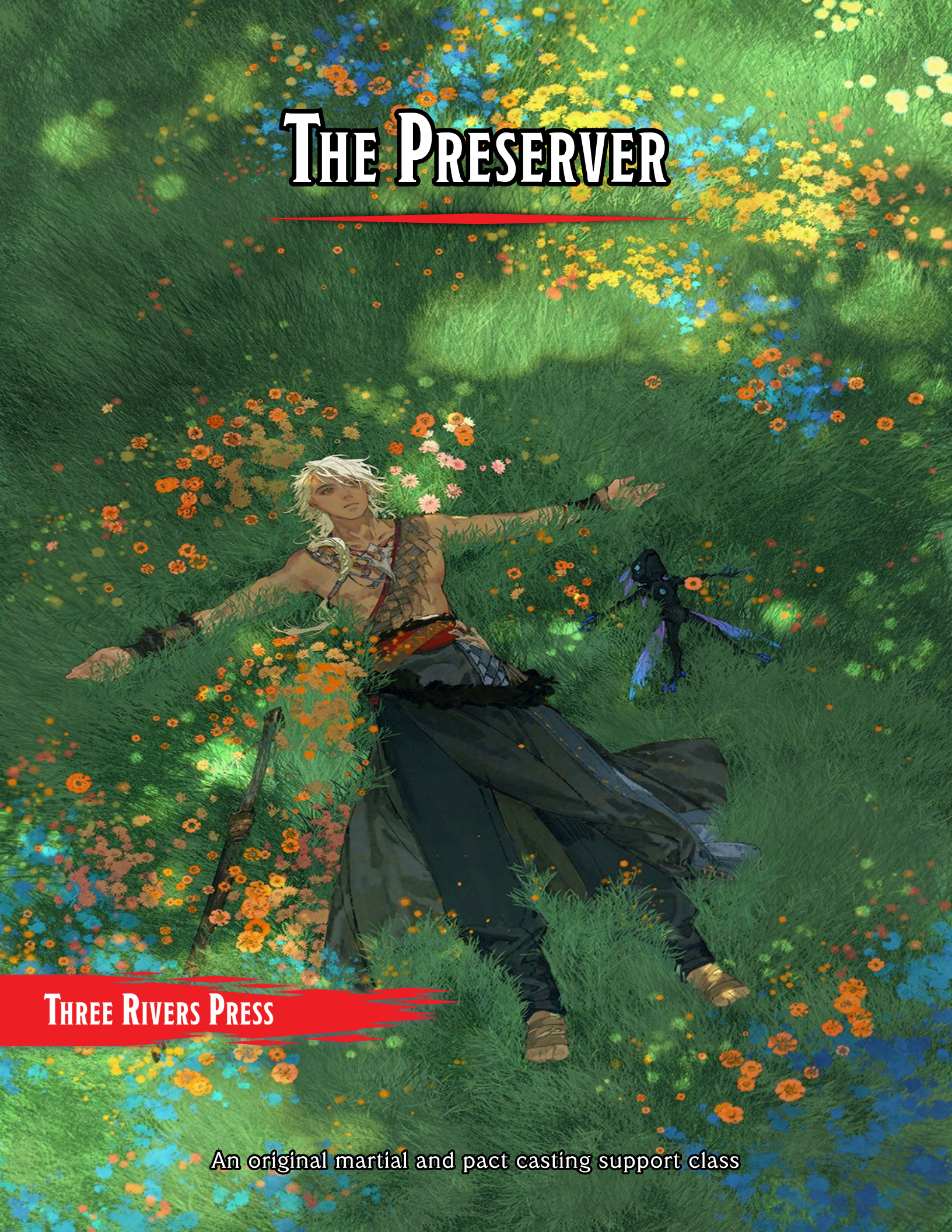
The Preserver



Three Rivers Press

An original martial and pact casting support class

Preserver

An elf elegantly glides between a vicious demon's chaotic swings, her spear covered in blood-soaked thorns. Each thrust cuts and tears, leaving behind another barb that claws at the creature's flesh while she dances beyond its reach. Its own attempts to pursue only hasten its end. Finally, bled dry, it collapses to the ground.

Raiders surround a lonely shrine and garden secluded deep in the woods. Their torches illuminating the frightened faces of the villagers huddled within. Yet, one battle-scarred orc meditates. For the first time in decades he rises, this time to protect life. At his command, the garden bursts into bloom. Each arrow loosed and axe swung is met by a fleeting blossom in a garden that refuses to let a single soul be lost.

Protectors of Life

A preserver is defined by the desire to nurture, cultivate, and protect life. They seek to live in harmony with the world. While preservers are often gentle by nature, they will not hesitate to protect those in need. They may guide travelers, tend to forgotten gardens, and restore lands wounded by war. They stand between destruction and those things which cannot defend themselves, no matter how small.

Rebirth and Renewal

To a preserver, preservation does not mean stagnation. Preservers seek to protect not only today, but the possibility of a better tomorrow. Life's true purpose is to grow, and preservers seek to nurture that. It is their path to help communities and the world itself heal and find renewal in hardship. They often tend to blighted lands and forgotten battlefields to ensure hope survives when others believe it lost.

Beyond the Borders

Due to their way of life, preservers often live beyond the boundaries of civilized society. They are no strangers to long journeys and hardship. Despite this, preservers often value community and cooperation more than most.

Creating a Preserver

When creating your preserver, you should ask yourself these questions above all others. Why does your preserver value life so highly? Who does your preserver value most? How was your preserver introduced to their craft? Did you learn these arts in solitude or were you mentored? Have you made any decisions you regret that led to this path?

The Preserver

Level	Proficiency	Features	Seeds	Spells Prepared	Spell Slots	Spell Level	Bloom Threshold
1st	+2	Seeds of Life, Blossoming Blow	3	—	—	—	6
2nd	+2	Spellcasting, Pact Magic, Cultivation	3	2	1	1st	6
3rd	+2	Sudden Harvest, Nature's Student	3	2	1	1st	6
4th	+2	Ability Score Improvement	3	3	2	1st	6
5th	+3	Extra Attack	3	3	2	2nd	6
6th	+3	Cultivation	3	4	2	2nd	6
7th	+3	Harmony, Natural Blessing	3	4	2	2nd	5
8th	+3	Ability Score Improvement	3	5	2	2nd	5
9th	+4	Living Preserve	3	5	2	2nd	5
10th	+4	Cultivation	3	6	2	2nd	5
11th	+4	—	3	6	2	3rd	5
12th	+4	Ability Score Improvement	3	7	2	3rd	5
13th	+5	Sudden Harvest (2)	3	7	2	3rd	4
14th	+5	—	3	8	2	3rd	4
15th	+5	Cultivation	3	8	2	3rd	4
16th	+5	Ability Score Improvement	3	9	2	3rd	4
17th	+6	Gift of Life, Sudden Harvest (3)	3	9	2	4th	4
18th	+6	Cultivation	3	10	2	4th	4
19th	+6	Ability Score Improvement	3	10	3	4th	4
20th	+6	Living Sanctuary	3	11	3	4th	3

Class Features

As a Preserver, you gain the following class features.

Hit Points

- **Hit Dice:** 1d8 per preserver level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per preserver level after 1st

Proficiencies

- **Armor:** Light and medium armor (many preservers will not wear armor or use shields made of metal)
- **Weapons:** Simple weapons, martial weapons
- **Tools:** Choose one type of artisan's tools or one musical instrument
- **Saving Throws:** Charisma, Wisdom
- **Skills:** Choose two from athletics, nature, animal handling, survival, medicine, perception, and acrobatics.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) two martial or simple weapons
- (a) leather armor
- (a) a short bow and a quiver of 20 arrows or (b) a sling and a pouch of 40 pebbles
- (a) a explorer's pack or (b) an herbalism kit

Quick Build

You can make a preserver quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, following with Constitution, then finally Wisdom. Second, take the Hermit or Outlander background.

Seed of Life

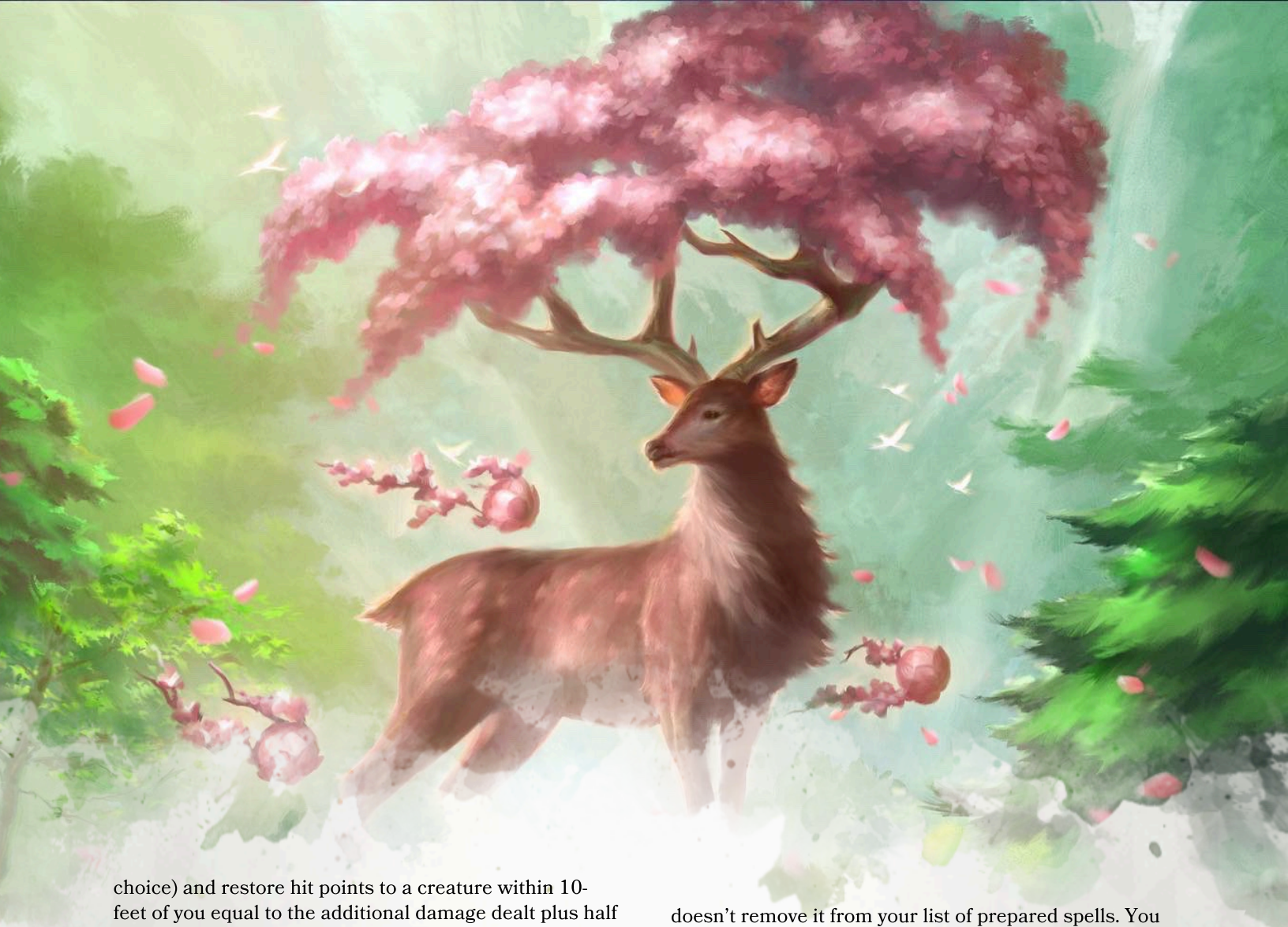
Starting at 1st level, you cultivate seeds of life, pure natural energy. You gain 3 seeds which can be used for your preserver abilities, and you regain all expended seeds when you complete a long rest. In addition, during initiative, at the start of each of your turns, you may roll a d6; if the result of the d6 is equal to or greater than your **bloom threshold** (shown in the class table), you **germinate** and regain one seed.

You can hold a maximum number of seeds equal to your 3 plus your Wisdom modifier at a single time.

> **Germinating**
> In this document, germinate refers to rolling above your bloom threshold to regain a seed during initiative.

Blossoming Blow

Beginning at 1st level, you know how to use the seeds of life within you to preserve allies and weaken foes with a blossoming blow. When you hit a creature with a weapon attack, you can expend one seed of life to deal an additional 1d6 poison or radiant damage (your



choice) and restore hit points to a creature within 10-feet of you equal to the additional damage dealt plus half your preserver level (rounding down, minimum 1). The range of this effect increases to 15-feet at 9th level and 20-feet at 17th level.

Spellcasting

When you reach 2nd level, you can tend to those around you using the ability to cast spells. The spells you can learn can be found on the Preserver Spell List. Spell Slots. The Preserver Spellcasting table shows how many spell slots you have. The table also shows the level of those slots; all of your spell slots are the same level. To cast one of your Preserver spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 8th level, you have two 2nd-level spell slots. To cast the 1st-level spell Healing Thorn, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Prepared of 1st level and higher

At 2nd level, you can prepare two 1st-level spells of your choice from the preserver spell list. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of preserver spells requires time spent in meditation and tending your seed: at least 1 minute per spell level for each spell on your list.

The Spells Prepared column of the Preserver Spellcasting table shows when you can prepare more preserver spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 11th level, for example, you can prepare one more preserver spell, which can be 1st, 2nd, or 3rd level.

Spellcasting Ability

Wisdom is your spellcasting ability for your Preserver spells; since your cultivation and insight fuel your magic. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Preserver spell you cast and when making an attack roll with one.

Preserver Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

you can use your weapon as a spellcasting focus for your preserver spells.

Cultivation

When you reach 2nd level, you choose a cultivation to specialize in. Your choice grants you features at 2nd level and again at 6th, 10th, 15th, and 18th level.

Cultivation Spells

Each cultivation has a list of spells-its cultivation spells-that you gain when you gain the preserver spell slot level in the cultivation description. Once you gain a cultivation spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a cultivation spell that doesn't appear on the preserver spell list, the spell is nonetheless a preserver spell for you.

Sudden Harvest

Starting at third level you can harvest your seeds in times of need. On your turn, you can choose to gain 2 seeds and regain 1d6 + your proficiency bonus hit points. Until the start of your next turn, you have advantage on your **blossoming blow** damage rolls or any other roll associated with expending a seed for your preserver features. Once you have used this feature you cannot do so until you have completed a long rest.

You gain an additional use of this feature at 13th and 17th levels.

Nature's Student

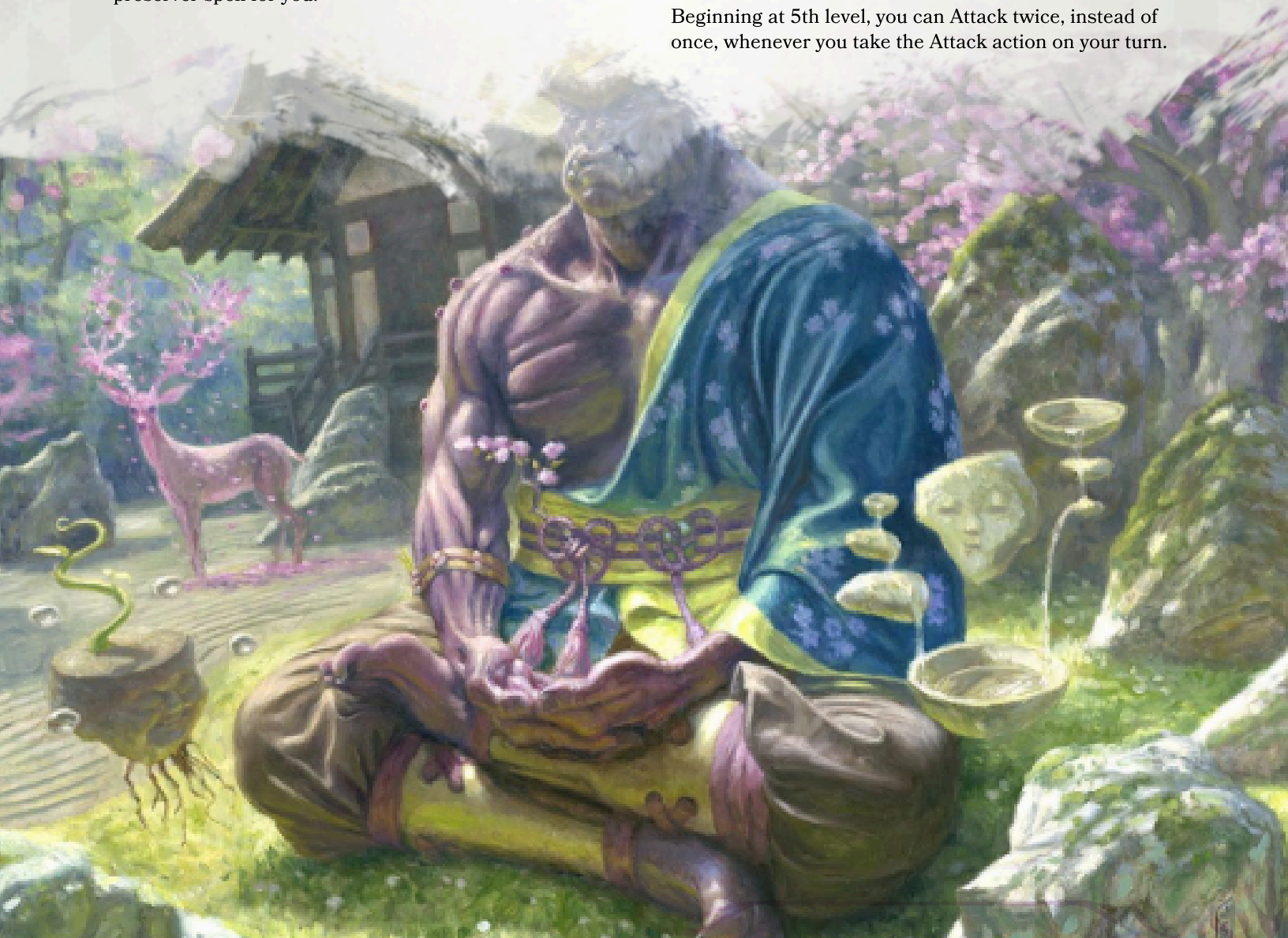
Also at 3rd level, when you make a check using an herbalism kit, your proficiency bonus is doubled.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on your turn.



Harmony

Starting at 7th level, you have become attuned to the natural world around you. As an action, you can expend one seed to gain the benefits of the *speak with plants* spell for 1 minute.

Natural Blessing

Also at 7th level, your attunement extends to your allies as well. While you are conscious and not incapacitated, as a reaction, when you or an ally you can see fail a saving throw you can expend one seed to roll 1d6 and add the result to the saving throw, potentially turning it into a success.

Starting at 11th level, if you use this feature on yourself, you add your Wisdom modifier to the result.

Living Preserve

Beginning at 9th level, you always preserve the life of those around you. Whenever an allied creature within a 15 foot radius of you succeeds on a saving throw against a harmful spell or effect, that creature immediately regains hit points equal to your Wisdom modifier.

In addition, whenever an ally completes a short rest after spending at least ½ the time within this radius, they regain an additional number of hit points equal to half your preserver level (Rounding down, minimum 1) The radius of this feature increases to 20-feet at 17th level.

Cyclic Regrowth

Starting at 11th level, whenever you roll a die for a feature that expends one or more seeds, if you roll the maximum possible result on that die, you regain 1 seed. In addition, whenever you roll a 6 to germinate you gain 2 seeds instead of 1.

Gift of Life

Starting at 17th level, you can imbue life itself into those around you. As an action, you may expend two seeds to cast the spell revivify on a creature that has been dead for no more than 1 minute without expending a spell slot or material components.

Living Sanctuary

AAt 20th level, you have become a sanctuary for all creatures. If you roll initiative without any seeds, you immediately gain 1 seed. In addition, when you use your **Blossoming Blow** or **Natural Blessing** features, other allies within your **Living Preserve** gain the benefit at half the original amount.

Lore of Cheonryeo and the Art of the Preserver

The art of the preserver began long ago in the lands of Cheonryeo, and has since spread to distant regions. Preservers cultivate their bodies through training in martial arts while they cultivate their souls through the growth and tending of special plants imbued with the magic of life itself. By growing these magical plants alongside their own training, a preserver can absorb the beneficial properties and learn to channel the power of the natural world.

Cultivation of Proboscidea (Horned Flower)

Preservers of the Horned Flower learned first from unicorns, kirin, and other horned celestials. They become radiant vanguards, dashing around the battlefield in flashes of radiance before colliding with their foes. Darkness flees in the face of their charge, and in their wake lies the promise of new life.

Proboscidea Spells

Spell Level	Spells
1st	*Longstrider*
2nd	*Aurora Cavalry*
3rd	*Crusader's Mantle*
4th	*Freedom of Movement*

Horned Blossom

2nd-level Cultivation of Proboscidea Feature

If you move more than 20-feet in a straight line before damaging a creature with a melee attack that creature takes 1d6 additional piercing damage. If you use your Blossoming Blow on that attack, this damage is added to the healing done. In addition, you can forego this additional damage, if you do so the creature must roll a Strength saving throw against your Preserver DC or be knocked prone.

Spring's Stride

2nd-level Cultivation of Proboscidea Feature

Your speed permanently increases by 10. Additionally, whenever you expend a seed or use Sudden Harvest you can move up to 10-feet in any direction of your choice without provoking attacks of opportunity and you leave behind bright light in your path until the start of your next turn.

Photosynthetic Mantle

6th-level Cultivation of Proboscidea Feature

As a bonus action you shroud yourself in glimmering light and a veil of natural splendor gaining temporary hit points equal to twice your preserver level. You gain the following benefits for 1 minute or until the temporary hit points are lost:

- Your speed is doubled.
- When you damage a creature with your Horned Blossom you deal the additional damage and force the creature to make a Strength saving throw or be knocked prone, rather than choosing only one effect.
- You radiate bright light to a radius of 15-feet and dim light an additional 15-feet.

Once you have used this feature you cannot do so again until you finish a short rest or expend a use of sudden harvest to do so again.

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Grove of Respite

10th-level Cultivation of Proboscidea Feature

As an 8-hour ritual you can select a 30-foot radius circle as your **grove of respite**; this place must be full of plant life and nature. Only a single place can be marked as your **grove of respite** at a time. Whenever you complete a short or long rest within your **grove of respite** your exhaustion is reduced by 1 and you regain 2 additional hit points whenever you expend a hit die. You may select up to 5 allied creatures to also gain this benefit. While within the grove you can cast ceremony as a 10-minute ritual. Also, as a 1-hour ritual you can magically teleport yourself and up to 5 other willing creatures to your **grove of respite** , once you have done so you cannot do so again until you complete a long rest.

Shimmering Blessing

15th-level Cultivation of Proboscidea Feature

You and allies within your **living preserve** gain resistance to radiant damage and ignore the effects of non-magical difficult terrain.

Additionally, when you restore hit points to an ally or use your **natural blessing** you can choose to increase their armor class by 3 until the start of their next turn. You can use this feature three times and regain all expended uses when you complete a short or long rest or expend a seed to use it again.

Celestial Conservator

18th-level Cultivation of Proboscidea Feature While you are enshrouded by Photosynthetic Mantle you gain the following additional benefits:

- You gain a flying speed equal to your walking speed
- Once each turn when you hit a creature with an attack after using your **horned blossom** feature you can expend a seed, if you do so you can immediately make an attack against another creature you can see.
- Whenever you use **shimmering blessing** on an ally your armor class is increased as well.
- Your mantle persists even after the temporary hit points are expended. Instead, if you would be reduced to 0 hit points while the mantle persists you are instead reduced to 1 and the mantle immediately ends in a miraculous flash of sparkles.

Additionally, while within your **grove of respite** you can choose to prepare a glorious feast from your grove to nourish yourself and up to 5 willing creatures. The feast takes 1 hour to consume and provides the benefits of *Heroes' Feast* until their next short or long rest. Once you have done so you cannot do so again until you complete a long rest.

Unicorn Flower? Devil's Horn?

So, the flower that inspired this subclass is called Lousianica Proboscidea, and is a member of the proboscidea family. These flowers are known for their distinctive horn-like center. Interestingly, this is also called devi's horn flower, which almost led to this subclass going a very different direction. Maybe I'll make a fiendish preserver subclass if people want to see that. Let me know if that is something you'd want to see!

Cultivation of Thorns

Preservers of the cultivation of thorns learn from the thistle, the bramble, and the beautiful thorns of the rose. They understand that even the most beautiful, fragile flower must have a means to defend itself. These preservers are the wardens of untamed places and the hunters of those who would do the world harm.

Thorn Spells

Spell Level	Spells
1st	*Leeching Thorn*
2nd	*Spike Growth*
3rd	*Plant Growth*
4th	*Grasping Vine*

Biting Thorns

2nd-level Cultivation of Thorns Feature

Whenever you damage a creature with your Blossoming Blow, you can choose not to heal an allied creature. If you do, you may add 1d6 additional piercing damage to the damage of the attack and you can attempt to plant one of the following thorns:

- **Toxic Thorns:** The creature must make a Constitution saving throw or be poisoned 1 minute. While poisoned, you have advantage on all attacks against the creature. A poisoned creature can repeat the saving throw at the end of each of its turns.
- **Serrated Thorns:** the creature must make a Constitution saving throw or suffer a gashing wound from your thorns' serrations on a failure and begin bleeding. Subsequent **serrated thorns** cause additional wounds.
- **Binding Brambles:** The creature must succeed on a Strength saving throw or become restrained for 1 minute. It can repeat its saving throw at the end of each of its turns, ending the effect on a success.

the DC for each of these options is equal to your preserver spell save DC.

Tracker's Insight

2nd-level Cultivation of Thorns Feature

You gain a bonus equal to 1d6 to all nature or survival checks to track creatures that do not have all their hit points.

Bleeding

While bleeding, a creature loses 1d10 hit points for each of its wounds due to blood loss at the start of its turn or if it willingly moves half its speed or more in a single turn unless a specific effect states otherwise.

- If a creature bleeds at the start of its turns while at 0 hit points it automatically fails 1 death saving throw.
- All wounds are treated as a single source of damage such as for damage reduction effects, concentration saving throws, and other effects.
- If multiple creatures apply a wound, and one of them has a different method of closing the wounds than typical (Example: Sword of Wounding) this applies to all active wounds regardless of source.

Any creature can take an action to stanch a creature's wounds with a successful DC 12 Wisdom (Medicine) check. The wounds also close if the target receives magical healing. Creatures without blood such as most undead, elementals, and constructs are immune to this condition.

Born of Bramble

6th-level Cultivation of Thorns Feature

When you critically hit a creature or hit them with an attack of opportunity, you can attempt to plant one of your **biting thorns** without expending a seed.

Additionally, when you use your **sudden harvest** you become covered in thistle and bramble for 1 minute. While the bramble persists, each time a creature within 5 feet hits you with a melee attack, that creature takes piercing damage equal to your Wisdom modifier.

Field of Thistle

10th-level Cultivation of Thorns Feature

Creatures of your choice treat your **living preserve** as difficult terrain. When you use your **sudden harvest**, your living preserve also becomes filled with spectral brambles. For 1 minute, when a creature that treats your **living preserve** as difficult terrain moves into or within the area, it takes piercing damage equal to your Wisdom modifier for ever 5 feet it travels."

Cruel Thorns

15th-level Cultivation of Thorns Feature

When a creature affected by your thorns misses an attack, you can make an attack of opportunity against that creature. Additionally, when you attack a creature affected by one of your thorns, your critical strike range increases by 1 for each of your thorns affecting that creature.

Garden of Agony

18th-level Cultivation of Thorns Feature

Your thorns have grown stronger and gain the following benefits:

- **Toxic Thorns:** The creature cannot regain hit points.
- **Serrated Thorns:** Your thorns become vampiric. When you hit a bleeding creature with an attack, you gain 1d10 temporary hit points.
- **Binding Brambles:** Whenever the restrained creature repeats the saving throw, it takes piercing damage equal to your Wisdom modifier.

In addition, when you use **sudden harvest** to create your **field of thistle**, you can attempt to place one of your **biting thorns** on each affected creature within the radius.

Cultivation of Willows

The willow does not break, but bends, their roots drinking deeply from the waters where memory lingers. Since ancient days there have been stories of spirits gathering beneath the weeping willow, carrying whispers of grief, love, and unfinished stories, and these preservers ensure they do not fade.

Willow Spells

Spell Level	Spells
1st	*False Life*
2nd	*Grasp of the Departed*
3rd	*Spirit Guardians*
4th	*Death Ward*

Seeds of Regret

2nd-level Cultivation of Willows Feature

Once each turn, when a creature within 10-feet of you fails a saving throw or an allied creature is reduced to 0 hit points, you can attempt to **germinate**. When you reach level 9, the radius of this effect becomes the same as your **living preserve**.

In addition, whenever you expend a seed, you can choose to become incorporeal until the start of your next turn. While incorporeal you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You may choose to expend a seed as a bonus action to gain this benefit.

Lingering Memories

2nd-level Cultivation of Willows Feature

You gain proficiency in the history skill. In addition, as a 10 minute ritual you can commune with the feelings left behind in a place to sense any intense emotions or lingering regrets. The stronger the emotion or the connection of the emotion to the particular location, the more detailed your perception becomes.

The Space Between

6th-level Cultivation of Willows Feature

As a reaction, when you or an ally would be hit by an attack or you use your **natural blessing**, you can attempt to pull them partially into the spirit world. If the trigger for this feature was an attack, the creature must reroll its attack, potentially changing the result. Additionally, the target becomes heavily obscured until the end of your next turn to all creatures that lack truesight or cannot see into the ethereal plane.

Where Spirits Gather

10th-level Cultivation of Willows Feature

You gain resistance to psychic and necrotic damage. When you take a short rest, you may communicate with any creatures whose remains are within your **living preserve** as if you had cast *speak with dead*, and you can expend a seed as an action to cast *speak with dead*.

Grasp of the Departed

2nd-level Necromancy
Casting Time: 1 action
Range: self (30-foot radius)
Components: V, S
Duration: 1 minute (concentration)
Classes: Paladin, Cleric, Warlock

As an action, you enshroud yourself in the spirits of the departed, still clinging to life. For the duration, creatures within the radius have their speed halved. Once each turn, if a creature of your choice tries to willingly move away from you, it must make a Strength saving throw. On a failed saving throw, the creature takes 1d8 necrotic damage and is pulled 10 feet toward you or half as much and is not pulled on a successful save. You regain 2 hit points each time a creature fails its saving throw against this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage dealt increases by 1d8 and the healing increases by 1 for each spell level above 2nd.

Additionally, if a creature is reduced to 0 hit points within your preserve, you may choose to grant it the effects of *gentle repose*.

Fleeting Reunion

15th-level Cultivation of Willows Feature

As an action, you can summon a spirit, perhaps one you knew or one associated with the area, to fight alongside you for 1 minute, until it is reduced to 0 hit points, or until you dismiss it as a bonus action. While the spirit persists, you gain the incorporeal movement trait. The spirit acts on your initiative and obeys your telepathic commands. Once you have summoned your spirit, you cannot do so again until you complete a long rest unless you expend a use of your **sudden harvest**.

Willow Spirit

Medium undead

Armor Class 13 + PB
Hit Points 20 + twice your preserver level
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Wis +2 plus PB, Cha +3 plus PB
Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., passive Perception 12
Languages Understands the languages you speak
Challenge Proficiency Bonus (PB) equals your bonus

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside a creature or object, it takes 1d10 force damage and is moved to the nearest unoccupied space.

Ethereal Sight. The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Actions

Ethereal Touch. *Melee Spell Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 + PB psychic or necrotic damage (your choice).

Bonus Actions

Lost Soul's Guidance. One creature within the spirit's reach gains advantage on the next attack roll or saving throw it makes before the start of the spirit's next turn.

Beneath the Weeping Willow

18th-level Cultivation of Willows Feature

While you have your spirit from **fleeting reunion** you can choose to create a space between life and death. While your spirit companion persists, creatures within your living preserve cannot be killed. After a creature drops to 0 hit points, it immediately regains 1 hit point. If your willow spirit is reduced to 0 hit points, this effect immediately ends. You can choose to end this effect at any time. Once you have used this feature, you cannot do so again until you complete a long rest.

A Death Poem

by Kozan Ichikyo, 1360

Bitter winds of winter

but later, river willow,

open up your buds.

Cultivation of Sunflowers

Sunflowers turn toward the sun, forever seeking the dawn. These preservers are beacons of hope, as essential to mortals as rain to the earth, and believe that a single shining example can inspire countless others to bloom. They stand against evil and darkness as blazing suns, illuminating those who follow them toward a brighter day.

Sunflower Spells

Spell Level	Spells
1st	*Lustrous Sunshield*
2nd	*Heroic Weapon*
3rd	*Daylight*
4th	*Mass Sunshield*

Burning Blossoms

2nd-level Cultivation of Sunflowers Feature

You are infused with the burning light of the sun and hope's fire. You may choose to make your Blossoming Blow deal fire damage instead of radiant or poison, and you gain the following benefits:

- **Petal Corona.** If you damage a creature with your **blossoming blow** each creature of your choice within 10 feet of you also takes the additional damage dealt as fire or radiant damage. The radius of this effect increases whenever the range of your **blossoming blow** feature does, and by the same amount.
- **Sunkissed Mark.** When you damage a creature with your Burning Blossom, you may mark each creature with light until the next sunset. The marked creature radiates bright light to a radius of 5 feet. This light is sunlight. The next attack made against each creature is made at advantage and the light ends. You may use this Sunkissed Mark 3 times and regain all expended uses upon completing a short or long rest. If you have no uses remaining, you may expend 1 seed to use it again.

Phototropic Senses

2nd-level Cultivation of Sunflowers Feature

You are always aware of the direction and the current time based on the position of the sun. You also immediately know the general direction of any creature marked by your **sunkissed mark** as long as it is on the same plane of existence.

Guiding Light

6th-level Cultivation of Sunflowers Feature

Once each turn, when you restore hit points to a creature, that creature can move up to 10 feet in any direction without provoking attacks of opportunity.

If the creature is moving toward you, it can instead move up to its speed. If the creature ends its movement within 5-feet of a creature marked by **sunkissed mark**, it can use its reaction to make a melee attack against that creature.

Dawn's Champion

10th-level Cultivation of Sunflowers Feature

As a 1-hour ritual at dawn or while in bright sunlight you can empower up to five allies of your choice with the sun's vigor. Each empowered ally gains the following benefits until they take a long rest:

- Their maximum and current hit points are increased by an amount equal to half your preserver level (rounding down).
- Their armor class increases by 1 while in sunlight.
- You grant them resistance to either fire or cold damage.
- They gain bonus temporary hit dice equal to half your proficiency bonus (rounding down).

Once you have performed this ritual, you cannot do so again until you complete a long rest.

Cascading Radiance

15th-level Cultivation of Sunflowers Feature

When a creature hits an enemy marked by your **sunkissed mark**, their attack deals 2d6 additional radiant or fire damage and they regain hit points equal to half the bonus radiant or fire damage dealt. Additionally, if an allied creature within your living preserve critically hits a hostile creature, they roll 2d6 additional damage dice when determining the damage of the attack. This additional damage is fire or radiant, and they regain hit points equal to half the bonus radiant or fire damage dealt.

Solar Crowned

18th-level Cultivation of Sunflowers Feature

When you roll initiative with no uses of your **sunkissed mark** remaining you regain one use. You are permanently under the effects of the Daylight spell. Also, your living preserve extends to the radius of the bright light caused by this effect. You may activate or deactivate this light as a bonus action. Additionally, when an ally moves as a result of your **guiding light**, their speed is increased by 10 feet as part of that movement.

Cultivation of Honey

The cultivation of honey comes from the study of bees, insects, and the community of those small creatures. They understand that Strength can be found in loyalty and devotion, not individual glory.

Honey Spells

Spell Level	Spells
1st	*Ceremony*
2nd	*Warding Bond*
3rd	*Beacon of Hope*
4th	*Giant Insect*

Queen and Worker

2nd-level Cultivation of Honey Feature

You select an ally as your Queen, forming a supernatural bond. As a bonus action, you may grant one creature you can touch this blessing, and an ethereal scent of honey cloaks the creature. The bond remains until one of you chooses to end it. This bond empowers both you and your marked creature with the following benefits:

- While within 10-feet of your Queen you gain a +2 bonus to your armor class.
- Whenever you germinate and regain a seed you can choose to restore hit points to yourself or your Queen equal to your Wisdom modifier plus your current number of seeds.
- If a creature hits your Queen with a weapon attack you gain advantage on all attacks against that creature until the end of your next turn.

You may only be bonded with a single creature at a time. If you designate a new Queen your previous bond immediately ends.

At level 9 the range of your bond becomes equal to the radius of your **living preserve**.

Honeyed Blows

2nd-level Cultivation of Honey Feature

When you damage a creature with your **blossoming blow**, you can force it to make a Strength saving throw against your preserver DC or have its speed reduced to 0 until the end of your next turn, or halved on a success.

Vespidian Community

2nd-level Cultivation of Honey Feature

You are able to communicate with bees, wasps, and other vespidian insects as if by the *speak with animals* spell, and they regard you as friendly unless you harm them.

Protect the Queen

6th-level Cultivation of Honey Feature

As a reaction when your Queen would take damage, you can choose to cause your Queen to take half as much damage. If you do so you take damage equal to the damage taken by your Queen. If the triggering creature is within your reach or range, you can make an attack of opportunity against that creature as part of this reaction.

Vespidian Elegance

10th-level Cultivation of Honey Feature

You gain vespidian wings that grant you a flying speed equal to half your walking speed and the ability to hover. Also, as an action, you can expend 1 seed to cause your Queen to sprout similarly tiny wings which grant them a flying speed equal to half your walking speed and the ability to hover for 8 hours.

Swarm Shield

15th-level Cultivation of Honey Feature

Whenever you expend a seed, a swarm erupts around your Queen causing each hostile creature within 10-feet of them to take 1d6 + your wisdom modifier piercing damage.

Loyal Worker

18th-level Cultivation of Honey Feature

You cannot be frightened or charmed while within range of your Queen for **queen and worker**. Additionally, whenever you would be reduced to 0 hit points, but your Queen is still conscious, you can roll a Constitution saving throw equal to 10 or half the damage taken, whichever is higher, and on a success you drop to 1 hit point instead.

Preserver Spells

1st Level

- Cure Wounds
- Create and Destroy Water
- Detect Poison and Disease
- Entangle
- Faerie Fire
- Fog Cloud
- Speak with Animals
- Sleep
- Animal Friendship
- Invigoration
- Rejuvenation
- Petal Shield
- Purify Food and Drink
- Jump
- Longstrider
- Lustrous Sunshield

2nd Level

- Animal Messenger
- Aurora Cavalry
- Barkskin
- Calm Emotions
- Enhance Ability
- Locate Animals or Plants
- Falling Flower
- Protection from Poison
- Pass Without Trace
- Lesser Restoration
- Moonbeam
- Spider Climb
- Spike Growth
- Spirit Blossom
- Rekindle

3rd Level

- Create Food and Drink
- Beacon of Hope
- Daylight
- Plant Growth
- Revivify
- Remove Curse
- Speak With Plants
- Soothing Rain
- Water Breathing
- Water Walk
- Wildfire Cascade

4th Level

- Confusion
- Death Ward
- Dominate Beast
- Grasping Vine
- Freedom of Movement
- Hallucinatory Terrain
- Predator's Aspect
- Locate Creature
- Mass Sun Shield

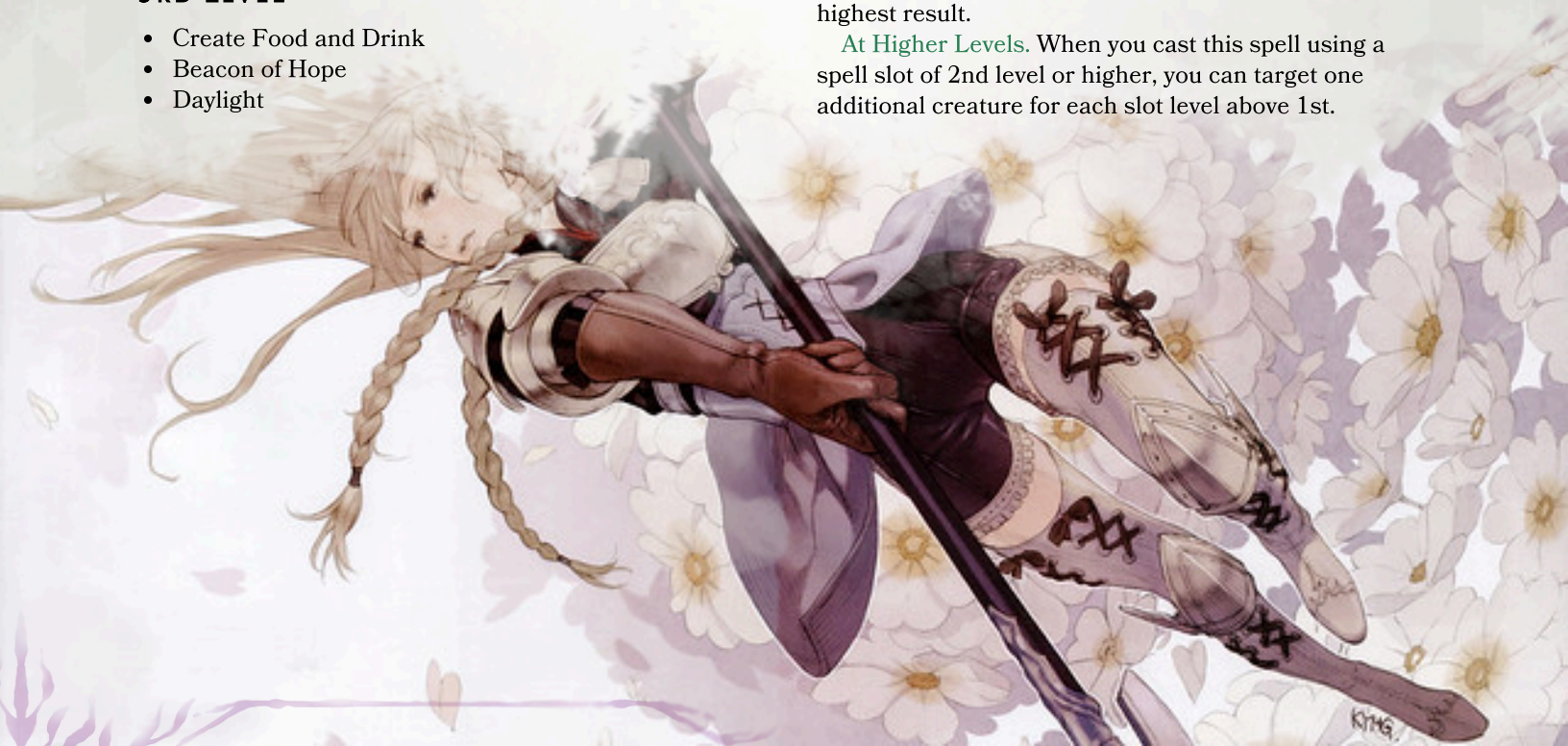
Three Rivers Press Original Spells

Invigoration

1st level Enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minutes
Classes: Druid, Preserver, Ranger

You invigorate up to four creatures of your choice within range. Once each round when a target rolls an attack roll, saving throw, or ability check, an affected creature can choose to roll one additional dice and take the highest result.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.



Lustrous Sun Shield

1st level Abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 10 minutes
Classes: Preserver, Paladin

You target a creature you can touch, granting them 5 temporary hit points as restful sunlight envelops them. While the temporary hit points last the creature radiates bright-light to a radius of 5-feet and dim-light to a radius of 10-feet. The light is sunlight. When the protected creature is hit by a melee attack from a hostile creature that creature suffers 2 radiant damage. When the temporary hit points are depleted, the protected creature regains 1d6 hit points as a burst of sunlight restores their Strength. On a 1 the light is not extinguished and instead begins the cycle anew, replenishing the temporary hit points, as if the spell had been cast again.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 and the healing and damage each increase by 2.

Petal Shield

1st level Abjuration
Casting Time: 1 action
Range: 60 feet (15 foot radius)
Components: V, S , M (a flower petal)
Duration: 1 minute
Classes: Preserver

You conjure a shield of flower petals around yourself. This shield has 1+your spellcasting modifier petals. While the petals persist you gain a +2 bonus to your armor class. Each time you are struck by a melee weapon attack you lose 1 petal and the attacking creature must make a dexterity saving throw or take 1d6 piercing damage or no damage on a success.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the number of petals increases by 2 for each spell level above the first.

Healing Thorn

1st level Evocation
Casting Time: 1 action
Range: 30-feet
Components: V, S, M (a single thorn)
Duration: Instantaneous
Classes: Druid, Ranger

You cause medicinal thorns to grow upon a target in range, restoring hit points equal to 2d4 plus your spellcasting modifier. Until the end of the target's next turn, it becomes protected by thorns. Each time the target is hit by a melee attack by a creature within 5 feet of it, the attacker takes 1d4 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing and damage

increase by 1d4 for each spell slot level above 1st.

Leeching Thorn

1st level Necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S , M (a black thorn)
Duration: 1 minute (concentration)
Classes: Druid, Ranger, Preserver

You shoot the thorn at a target you can see which will leech upon the life force of its victim. Make a ranged spell attack against a creature within range. On a hit, the target takes 2d4 piercing damage and the leeching thorn digs into their flesh. At the start of each of its turns the creature must make a Constitution saving throw or take 1d6 necrotic damage and you regain hit points equal to the necrotic damage dealt. A creature can end the effect as an action by removing the thorn from their flesh.

At Higher Levels: When you cast this spell with a spell slot of 2nd or higher, the piercing damage increases by 2d4 for each spell level above 1st.

Aurora Cavalry

2nd level Conjuration
Casting Time: 1 action
Range: 60 feet (15 foot radius)
Components: V, S , M (Any reflective object)
Duration: Instantaneous
Classes: Preserver

By singing to the glimmer of sunlight and the flickers of celestial beauty in nature, you summon 3 shining, spectral unicorns or other animal spirits from your position that charge through the battlefield. Each spirit can be commanded to either rescue or repel enemies.

- **Rescue:** a spirit commanded to rescue an ally restores 1d4 hit points and if the creature is willing it is carried 10-feet away to an unoccupied position of your choice.
- **Repel:** A spirit commanded to repel an enemy collides with them dealing 2d4 radiant damage to its target and if the target is large or smaller it must succeed a Strength saving throw or be pushed 10-feet directly away from you.

At Higher Levels: When you cast this spell using a spell slot of 3rd level of or higher, the number of unicorns summoned increases by 1 for each level above 2nd.

Spirit Blossom

2nd level Conjuration
Casting Time: 1 action
Range: 30-feet (10-foot radius)
Components: V, S, M (a handful of flower petals)
Duration: Concentration, up to 1 minute
Classes: Druid, Preserver

You summon ethereal blossoms at a point you can see within 30-feet that flutter in the air creating a 10-foot radius circle of tranquility. The bloom immediately restores hit points to each ally within it of your choice equal your spellcasting modifier. While the blossom persists the first time a hostile creature within the circle attempts to attack a creature within the circle it must succeed a Wisdom saving throw or subtract 1d4 from all attack rolls until the start of its next turn. When the spell ends for any reason the blossoms burst, healing creatures of your choice within the radius for an additional 2d4 plus your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the final blossom healing increases by 2d4.

Rekindle

2nd level Evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a handful of tinder)
Duration: Instantaneous
Classes: Druid, Preserver, Ranger

You rekindle a willing creature's life force. That creature takes 2d6 fire damage, and each other creature within 5 feet of it must succeed on a dexterity saving throw or take the same amount of fire damage on a failure or half as much on a success. At the start of the creature's next turn, its life force roars to life, regaining hit points equal to twice the damage taken. In addition, the creature can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each spell slot level above 2nd.

Soothing Rain

3rd level Conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a vial of spring or rain water)
Duration: 1 minute (concentration)
Classes: Druid, Preserver, Ranger

Until the spell ends, life-giving rains fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is lightly obscured, and exposed flames in the area are doused.

The ground in the area becomes muddy and slick, the first time on each of its turns when a hostile creature moves it must make a dexterity saving throw or fall prone. Hostile creatures have disadvantage on Constitution saving throws to maintain concentration while within the rain.

Additionally, creatures of your choice gain advantage on saving throws against poison and disease, poison clouds or gases dissipate within the radius, and they regain 1d4 additional hit points whenever they regain hit points.

When the spell ends, creatures of your choice regain 1d4 hit points. If at the end of your turn the spell has not ended and the rains continue, the healing increases by 1

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each spell slot level above 3rd.

Wildfire Cascade

3rd level Evocation
Casting Time: 1 action
Range: 60 feet (15 foot radius)
Components: V, S
Duration: Instantaneous
Classes: Druid, Preserver, Ranger

Target one creature in range to be the center of a burning cascade. Other creatures within the radius must make a Dexterity saving throw or take 5d6 fire damage or half as much on a success. On a failure, a creature ignites and begins burning, taking 1d6 fire damage at the start of each of its turns for the next minute or until it puts the flames out by submerging in water or otherwise. Any creature can douse the flames as an action. The target of the spell regains hit points equal to twice the number of creatures that failed their saving throw. Additionally, that creature can choose to expend one hit die, adding the result plus your spellcasting modifier to the hit points regained.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d6 for each spell level above 3rd.

Mass Sun Shield

4th level Evocation
Casting Time: 1 action
Range: Touch (30-feet radius)
Components: V, S
Duration: 10 minutes
Classes: Paladin, Preserver

You touch a creature, causing a burst of dawnlight to radiate outward. Choose up to four additional creatures in a 30-foot-radius sphere centered on that that creature. Each creature gains 10 temporary hit points

as restful sunlight envelops them. While the temporary hit points last the creature radiates bright-light to a radius of 5-feet and dim-light to a radius of 10-feet. The light is sunlight. When the protected creature is hit by a melee attack from a hostile creature that creature suffers 4 radiant damage. When the temporary hit points are depleted, the protected creature regains 1d6+2 hit points as a burst of sunlight restores their Strength. On a 1 the light is not extinguished and instead begins the cycle anew, replenishing the temporary hit points, as if the spell had been cast again.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the temporary hit points increase by 5 and the healing and damage each increase by 2 for each spell slot level above 4th.

Predator's Aspect

4th level Transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute (concentration)
Classes: Druid, Preserver, Ranger

You mystically take on the visage of a predator, gaining the following benefits for the duration of the spell:

- Your armor class increases by 1
- Your speed increases by 10 feet
- You gain advantage on dexterity saving throws.
- You have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track living creatures.
- You can choose one of the following traits: Pack Tactics, Blood Frenzy, Rampage, Pounce, or Flyby (Your DM has access to these traits).

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, you can maintain your Concentration on the spell for up to 1 hour. When you use a spell slot of 7th level or higher, you can maintain your concentration on the spell for up to 8 hours.

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Patreon

For the launch of my Patreon, you can find 3 exclusive new subclasses for the preserver, new boss monsters, and items for my Jorogumo package, and I will be uploading six more classes to Patreon for early access before public release. Furthermore, I will also be doing more exclusive content posts on Patreon moving forward. If you like my content, please consider subscribing because 100% of all proceeds will go to commissioning art or improving future projects to create a setting based on East Asian folklore, focusing on Korea, Japanese, Ainu, and Ryuku culture.

I will also be doing ongoing monthly patreon posts, polls, and setting guides from now on!

Design Notes

The preserver started as kind of a funny project. As an amateur designer years ago, my first attempts at making a new class were the Death Knight and later Anathema, two classes I am still working on. However, my younger brother pointed out to me that a lot of my design was edgy. Almost out of spite, I decided to try building the most supportive and compassionate class I could. I also challenged myself to create a unique resource system, not copy an existing one as I had before. Finally, I wanted a class that interacted with resting differently. I had recently finished my longest, hardest dungeon ever —14 encounters without a long rest—and wanted a class that could theoretically adventure all day.

Therefore, the bones of preserver were born from a few constraints: a supportive core concept, a unique resource system, and seemingly endless stamina. The half-pact casting does not add a lot of combat power to the class, although spells like Aurora Cavalry, Spirit Blossom, and Sun Shield all do probably punch above their weight, but instead helps give the class some utility out of combat as well. The spells I did give preserver, such as those named above, all have the goal of being more than just numbers and either moving the allies around the battlefield or interacting with positioning. I want preservers to truly feel like a support class. This is also why their spell list does not include powerful, flavorfully matching options like goodberry.

The seed of life mechanic seems a bit complex at first, but at my table the player pretty quickly got the hang of rolling each turn. Living Preserve and Natural Blessing came into existence because I wanted to have an aura buff, similar to Paladin, but that didn't step on the toes of Paladin. Instead, the preserver's aura rewards allies for succeeding and synergizes with other support effects. One piece of feedback the class has generally received is that it lacks big, decisive moments like smite or action surge. It also is a bit more complex than some base 5e classes with its ongoing healing effects. I've also been told that the seeds are too scarce early, which is something I'm monitoring in playtesting. I'd love to hear your feedback to help me improve as a designer.

Preserver

Cover art by 伊吹五月 (a chinese artist)- https://imgur.com/a/edUvJ8r Page 2: Isao, Enlightened Bushi by Christopher Moeller and MTG. Page 4: Blossom Prancer by Ryan Yee and MTG. Page 5: Kosei, Penitent Warlord by Matt Stewart and MTG. Page 6: Careful Cultivation by A.M. Sartor and MTG. Page 7: Prized Unicorn by Rudy Siswanto and MTG. Page 8: Otherworld Legends (A chinese game), Versimiline Jadetalon by Chillyroom Entertainment Page 9: Thorn Lieutenaint by Uriah Voth and MTG Page 10: Thornmantle Striker by Magali Vilanueve and MTG Page 11: A Forgotten Love Story by Mona Finden Page 12: Spiritual Chaos by Dominik Mayer Page 13: Art by Ronpu Cooing (RONPU) - https://x.com/ronpu_cooing Page 14: Amaterasu by Hi-Rez Studios Page 15: Sunasoldier on reddit: https://www.reddit.com/r/characterdrawing/comments/sk6djd/rf_honeypot_the_beekeeping_druid_for_unebbynoo112/#lightbox Page 16: Art for the game *Tactics Ogre* by Kozaki Yusuke Page 17: Aerith Shield by Okha Draws: https://www.reddit.com/media?url=https%3A%2F%2Fexternal-preview.redd.it%2Flustrous-shield-art-by-okhadraws-v0-cCxGsyGfJAUKc2CwQQkrl3YP4CPcl5nH5PkLNlEDlfQ.jpeg%3Fwidth%3D1080%26crop%3Dsmart%26auto%3Dwebp%26s%3D2ddb443e69338bdc06b3161198a49b35c7fb57c5 Page 18: Blessed Sanctuary by Anastasia Ovchinnikova and MTG. Page 19: Spirit Blossom Irelia, credit Riot Games Page 20: Kudoltha Phoenix by Mike Berek and MTG. Back cover art by Gu Zhen Ren, from the manhua *Reverend Insanity* Tasha's style by Kaiburr Kathhound

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